**Teacher:** Mark Meyer **Class:** English **Date:** April 19, 2012 **Grade Level:** 11

**Room Number:** 124 **Period:** 4 **Unit:** Women in Fantasy Genre

**Lesson Number:** 9 of 15 **Topic:** Objectification of Women in Video Games

***Context:***

Students have read Finnikin of the Rock and heave learned about the role of women in classic fairy tales and in fantasy films. Students have also recently begun learning about the role of women in modern day video games. They have also started reading Graceling.

***Objectives:***

*Short Range Objectives:*

Students will be able to understand how woman are portrayed in modern day videogames by reading an article on the subject.

*Long Range Learning Objectives:*

Students will be able to critically read through a feminist lens.

Students will be able to understand the role of women in modern day video games and how the way in which women are portrayed effects the power in gender relations.

*Affective Objectives:*

Through practicing critical reading skills and using a feminist lens, students will be able to understand the underlying discourse in a text and compare it to the dominant discourse and their own views.

***Rationale:***

1. Administrators: In the past students have had trouble critically reading a text in order to understand author’s viewpoint and underlying message, so this lesson attempts to help correct this problem. This lesson will also teach students the critical reading skills they need to do well on the NYS English Regents Exam.
2. Students: This lesson will teach you how to read an informational text in order to understand an author’s opinion. This lesson will also teach you how to use what you learn through one text in order to critically read another text.
3. Critical Pedagogues: In order to be informed adults, active democratic citizens, and obtain the skills necessary to be a lifelong literacy learner, students will need the critical reading skills and the understanding of the feminist lens in order to uncover the underlying discourses in a text.

***Standards:***

NYS Reading Standards for Informational Texts Standard 6: Determine an author’s point of view or purpose in a text in which the rhetoric is particularly effective, analyzing how style and content contribute to the power, persuasiveness, or beauty of the text.

Procedure:

* Students will come into class and break up into 5 groups of 4. They will arrange desks so that they are as far away from other groups as possible.
* The teacher will pass out copies of the article “Objectification of Women in Video Games.” There will be enough copies for each student.
* In their groups the students will read and annotate the article. They will also answer and discuss the following questions.

1. What does the author say about the role of women in video games?
2. Do you agree?
3. How does the author try to persuade you of her point?
4. Is she affective?
5. What could she have done better? (20 – 25 minutes)

* The class will then form a circle and discuss the article and the question together. (10 minutes)
* The teacher will then put up the pictures from Tuesday, so the class can discuss them in light of what they read. (5-10 minutes)